```
#mclude (stdio.h)
#include ( stallib.h)
Strut nole
          dist [15];
       int from [15];
void main ()
   int a[15][15], n=0, i,j,k, counti
   Struct node SEIO];
  beint & ("Enter no. of nodes");
  Sconf ("%) 2, &n);
  printf (" Materix; ") i
for( i= 17 i L n; i++ )
      Forlj=1; jen;j++)
            Scarf ("oft", &a[i][i]
           S[i] aist [j] = a[i][j]i
           S [i] - Fron [j] = & j;
```

do Count = 0. for [K=1;K=n;K++) for(i=1; il= n; i++) ton (j=1;j=n;j+1) if (S[i]. dist [j] ) a [i] [K] + SCHRist(j) SEJ. dist[j]=a[j[k] + S[K]. Rist[j]; S [i]. From [i] = K; Count ++; 3 while (count )= 6 fouli = lilu; i++ { For G= lijenij++) paint f("Stre: Yol, Dest: Yol, ii);